



# XALVADOR CLOUD

Wizard 10 (Order of Scribes)		67,840	PLAYER NAME
CLASS & LEVEL		EXPERIENCE POINTS	
Wood Elf	Sage		
RACE/ANCESTRY/HERITAGE		BACKGROUND	CAMPAIGN or PLAYER ID

STR

-1

8

DEX

+2

15

CON

+2

14

INT

+4

19

WIS

+1

13

CHA

+0

10

+4

PROFICIENCY BONUS

SAVING THROWS

-1 Strength Saves  
+2 Dexterity Saves  
+2 Constitution Saves  
+8 Intelligence Saves \*  
+5 Wisdom Saves \*  
+0 Charisma Saves  
\* Prof. bonus added

SKILLS

+2 Acrobatics (*Dex*)  
+1 Animal Handling (*Wis*)  
+8 Arcana (*Int*) \*  
+3 Athletics (*Str*) \*  
+0 Deception (*Cha*)  
+8 History (*Int*) \*  
+1 Insight (*Wis*)  
+0 Intimidation (*Cha*)  
+8 Investigation (*Int*) \*  
+5 Medicine (*Wis*) \*  
+4 Nature (*Int*)  
+5 Perception (*Wis*) \*  
+0 Performance (*Cha*)  
+0 Persuasion (*Cha*)  
+8 Religion (*Int*) \*  
+2 Sleight of Hand (*Dex*)  
+2 Stealth (*Dex*)  
+1 Survival (*Wis*)  
  
\* Prof. bonus added

PASSIVE WISDOM (PERCEPTION)

15

PROFICIENCIES & LANGUAGES

Armor: none  
Weapons: dagger, dart, light crossbow, longbow, longsword, quarterstaff, shortbow, shortsword, sling  
Tools: none  
Saving Throws: Intelligence, Wisdom  
Skills: Arcana, Athletics, History, Investigation, Medicine, Perception, Religion  
Languages: Common, Dwarvish, Elvish, Gnomish

ENCUMBRANCE

Lifting & Carrying: 120 lbs. max. carrying capacity; 240 lbs. pushing or dragging (speed -5 ft.); 240 lbs. max. lift.

ARMOR CLASS (AC)

12

INITIATIVE

+2

SPEED

35 ft.

Armor Worn: none

HIT POINTS

62

HIT DICE

10d6

DEATH SAVES: Success

O

O

O

Fail

O

O

O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.  

Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. 1d4+2 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

Dagger (offhand as bonus action). As above but only 1d4 piercing damage.  
  
Light Crossbow. Ranged Weapon Attack: +6 to hit. Hit: 1d8+2 piercing damage. (Normal range to 80 ft.; disadvantage long range 81 to 320 ft. Must be used two-handed, reloading limits to only one attack per round regardless of extra attacks.)

MAGIC, FEATS & SPECIAL ATTACKS

Shocking Grasp Cantrip. Melee Spell Attack: +8 to hit. Hit: 2d8 lightning damage and target can't take reactions until its next turn.

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: two (2) daggers, light crossbow and 20 bolts, belt pouch, set of common clothes, bottle of black ink, quill, small knife, personal papers. (This load is about 10 lbs.; add 1 lb. per 50 coins carried.)  
  
Coins & Gems: 659 gold pieces (gp); 38 silver pieces (sp); 40 copper pieces (cp); 3 gems (worth 100 gp each)

FEATURES, TRAITS & MORE

Alignment: Lawful Good. I do what's right as expected by society to promote order and compassion for all.  
  
Sage Background [PHB p. 137]

- Feature: Researcher
- Traits: Former apprentice to a mage. Tactless manner.
- Ideal: Prove a personal theory.
- Bond: Former mentor disappeared.
- Flaw: Acts smarter than all others.

  
Wood Elf Traits [PHB p. 23]

- Creature Type: Humanoid (Fey lineage)
- Age: 252 years old
- Medium Size [5' 4", 180 lbs.)
- Darkvision (60 feet)
- Elf Weapon Training (swords, bows)
- Fey Ancestry (vs. charm, no sleep)
- Keen Senses (Perception)
- Mask of the Wild (hide outdoors)
- Trance (4 hrs. as 8 hrs. sleep)

  
Wizard Class Features [PHB p. 112, TCoE p. 77]

- Ritual Casting
- Arcane Recovery (regain spell slots totalling 5 levels after short rest once per day)
- Wizardly Quill (automated pen)
- Awakened Spellbook (spellcasting focus, change spell damage type, fast ritual casting)
- Manifest Mind (familiar-like spectral mind)
- Master Scrivener (create quick empowered magic scrolls)

  
Spellcasting [PHB p. 201]

Spell Attack Modifier +8  
Spell Save DC 16

  
Cantrips Known: Light, Mage Hand, Minor Illusion, Shocking Grasp, True Strike

## PLAYING THE GAME

- The Dungeon Master (DM) describes a scene and players take turns describing their characters' responses.
- For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + proficiency bonus (if proficient in task). The higher the total, the better the effort. The DM tracks minimum totals needed for successful results.
- For initiative rolls, roll 1d20 + Initiative (Dex) modifier. Higher totals act before lower totals in the same 6-second round.
- During a turn, a character or creature may do 1 movement, 1 action and up to 1 bonus action. Between turns, do up to 1 reaction.
- Advantage: Roll two d20s and use the higher result. Disadvantage: Roll two d20s and use the lower result.
- On attack rolls only, a "natural 20" is always a critical hit, while a "natural 1" is always a miss.
- Saving throws are rolled as needed at any time due to attacks, spells, or hazards.
- A character may die if failing three death saves while at 0 hit points, gaining 6 levels of exhaustion, or suffering certain deadly spells and hazards.
- Specific traits, features, spells, and magic items may create exceptions to any rules.

## ACTIONS (1 per turn)

- Attack:** Roll to hit, melee or ranged. Some classes and creatures make extra attacks at higher levels with this action.
- Cast Spell:** If casting time 1 action.
- Dash:** Double Speed this turn.
- Disengage:** Avoiding all opportunity attacks while moving, "defensive retreat."
- Dodge:** Give attackers disadvantage.
- Escape:** Try to break free from grapple.
- Grapple:** Special melee attack.
- Help:** Give an ally advantage on one ability check or attack roll.
- Hide:** Stealth allowed only if unobserved.
- Ready:** Plan to take action as reaction when trigger occurs.
- Search:** Perception or Investigation check.
- Shove:** Special melee attack.
- Stabilize:** DC 10 Medicine check to aid 0 h.p. dying creature; automatic success if using healer's kit.
- Use Object:** Pick a lock, activate magical item, cover a hooded lantern, etc.
- Use Potion:** Drink or administer.
- Use Shield:** Equip or drop a shield.

## BONUS ACTIONS (up to 1 per turn)

- Offhand Attack:** If doing Attack as action, may make one attack this turn if light weapon in other hand.
- Cast Spell:** If casting time 1 bonus action.

## MOVEMENTS (limited by Speed)

- Move:** Distance equal to Speed.
- Crawl, Climb, Swim, Squeeze, Move Across Difficult Terrain or Move While Grappling:** "Half speed," uses up 10 ft. of Speed per 5 ft. distance.
- Drop Prone:** No cost to Speed.
- Stand Up:** From Prone position/condition, costs half Speed that turn.
- Take Cover:** At end of move, half cover gives +2 to Armor Class and Dexterity saving throws; three-quarter cover gives +5 AC and Dex saves.

## REACTIONS (1 between turns)

- Cast Spell:** If casting time 1 reaction.
- Opportunity Attack:** May make one attack if enemy moves out of reach.
- Readied Action:** After trigger occurs, else action wasted.

## FREE ACTIONS

- Concentration (Maintain A Spell):** Ends if caster starts another concentration spell, or the caster is incapacitated, stunned, unconscious, or killed. If caster takes damage, a Constitution saving throw is needed to avoid immediately ending spell. DC is equal to 10 or half damage taken, whichever is greater. Each hit needs a separate saving throw check.
- Interacting With An Object:** Generally part of another Movement or Action. Examples: Draw one weapon, drop a held object, or open an unlocked door.

## « BACK TO GENERATE ANOTHER CHARACTER

Page number references...

**[PHB]** = *Dungeons & Dragons Player's Handbook (5th edition)* by Mike Mearls and Jeremy Crawford, published Aug. 19, 2014, by Wizards of the Coast (ISBN-10: 0786965506; ISBN-13: 978-0786965601).

**[DMG]** = *Dungeons & Dragons Dungeon Master's Guide (5th edition)* by Mike Mearls and Jeremy Crawford, published Dec. 9, 2014, by Wizards of the Coast (ISBN-10: 9780786966252; ISBN-13: 978-0786966253).

**[MM]** = *Dungeons & Dragons Monster Manual (5th edition)* by Mike Mearls and Jeremy Crawford, published Sept. 30 2014, by Wizards of the Coast (ISBN-10: 0786965614; ISBN-13: 978-0786965618).

**[ERRLW]** = *Eberron: Rising from the Last War* by Jeremy Crawford, James Wyatt and Keith Baker, published Nov. 19, 2019, by Wizards of the Coast (ISBN-10: 0786966689; ISBN-13: 978-0786966899).

**[MOoT]** = *Mythic Odysseys of Theros* by F. Wesley Schneider, James Wyatt, published July 21, 2020, by Wizards of the Coast (ISBN-10: 0786967013; ISBN-13: 978-0786967018).

**[MToF]** = *Mordenkainen's Tome Of Foes* by Mike Mearls and Jeremy Crawford, published May 29, 2018, by Wizards of the Coast (ISBN-10: 0786966246; ISBN-13: 978-0786966240).

**[TCoE]** = *Tasha's Cauldron of Everything*, published Nov. 17, 2020, by Wizards of the Coast (ISBN-10: 0786967021; ISBN-13: 978-0786967025).

**[VRGtR]** = *Van Richten's Guide To Ravenloft* by F. Wesley Schneider and others, published May 18, 2021, by Wizards of the Coast (ISBN-10: 0786967250; ISBN-13: 978-0786967254).

**[VGtM]** = *Volo's Guide To Monsters* by Mike Mearls, published Nov. 15, 2016, by Wizards of the Coast (ISBN-10: 0786966017; ISBN-13: 978-0786966011).

**[WBtW]** = *The Wild Beyond The Witchlight* by Chris Perkins and team, published Nov. 15, 2016, by Wizards of the Coast (ISBN-13: 978-0786967278).

**[XGtE]** = *Xanathar's Guide to Everything* by Mike Mearls and Jeremy Crawford, published Nov. 21, 2017, by Wizards of the Coast (ISBN-10: 0786966114; ISBN-13: 978-0786966110).

Books are available from a gaming store near you.

## HEY CRITTERS! CRITICAL ROLE SOURCEBOOKS

**[TDCS]** = *Critical Role: Tal'Dorei Campaign Setting* by Matthew Mercer, published Oct. 17, 2017, by Green Ronin Publishing (ISBN-10: 193497940; ISBN-13: 978-1934979477).

**[EGtW]** = *Explorer's Guide to Wildemount* by Matthew Mercer, published March 17, 2020, by Wizards of the Coast (ISBN-10: 0786966912; ISBN-13: 978-0786966912).

**[Gunslinger]** = *Gunslinger Martial Archetype for Fighters* by Matthew Mercer, from <https://www.dmsguild.com/product/170778/Gunslinger-Martial-Archetype-for-Fighters>

**[Blood Hunter]** = *Blood Hunter Class for D&D 5e (2020)* by Matthew Mercer, from <https://www.dmsguild.com/product/301641/Blood-Hunter-Class-for-DD-5e-2020>

**[Maestro]** = *College of the Maestro - Bard College Option* by Matthew Mercer, from <https://www.dmsguild.com/product/183630/College-of-the-Maestro-Bard-College-Option>

## DOWNLOADS

**[Basic Rules]** = Dungeons & Dragons Basic Rules, available for download from <https://dnd.wizards.com/articles/features/basicrules>

**[EEPG]** = Elemental Evil Player's Companion, available for download from <https://dnd.wizards.com/products/tabletop-games/rpg-products/player-s-companion>

**[UA Feb. 2015]** = Unearthed Arcana: Eberron (v.1), available for download from <https://dnd.wizards.com/articles/unearthed-arcana/unearthed-arcana-eberron>

**[UA May 2015]** = Unearthed Arcana: Waterborne Adventures, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/unearthed-arcana-waterborne-adventures>

**[UA August 2015]** = Unearthed Arcana: Modern Magic, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/modern-magic>. This site also uses Dan Helmick's *My New D20 Modern Campaign* conversion notes from his 2015 website article on [Wizards.com](https://dnd.wizards.com/articles/unearthedarcana/folk_feywild).

**[UA May 2018]** = Unearthed Arcana: Centaurs And Minotaurs, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/centaurs-and-minotaurs>

**[UA March 2021]** = Unearthed Arcana: Folk Of The Feywild, available for download from [https://dnd.wizards.com/articles/unearthedarcana/folk\\_feywild](https://dnd.wizards.com/articles/unearthedarcana/folk_feywild)

**[UA Oct. 2021]** = Unearthed Arcana: Travelers Of The Multiverse, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/travelers-multiverse>

**[TP]** = The Turtle Package, see <https://dnd.wizards.com/products/tabletop-games/digital-only-rpg-products/turtle-package>

## FREQUENTLY ASKED QUESTIONS | CONTACT (especially about typos, glitches and othre errors)

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